



IXIANS

AT START: Starting spice: 10 · 3 Cyborgs and 3 Suboids in the Hidden Mobile Stronghold; 4 Cyborgs and 10 Suboids in reserves. Place the stronghold after first storm movement in any non-stronghold territory. Start with 10 spice.

REVIVAL: 1 troop free, either type. Paid Cyborg revival costs 3 spice; Suboids cost the normal 2.

ADVANTAGES

STARTING TREACHERY: Before starting Treachery is dealt, draw one card per faction. Keep one, shuffle the rest and deal one to each other faction. Harkonnen then draw their extra starting card.

BIDDING*: Before normal auctions, inspect one more card than the normal auction supply. Put one face down on the top or bottom of the deck and shuffle the rest as the auction supply.

HIDDEN MOBILE STRONGHOLD*: Before later storm movement is dialed or revealed, while you occupy it, move it up to 3 territories, pointing at a sector of a non-stronghold territory. It cannot enter, leave or cross storm. When moving through a spice-bearing sector, collect up to 2 spice per troop inside. It is protected from storm and worms and counts as a stronghold. Only you ship directly inside; other factions enter from its parent territory. BG advisors may accompany your shipments and Fremen may worm-ride inside.

CYBORGS AND SUBOIDS*: Cyborgs count 2 in Basic battle. After battle losses, exchange surviving Suboids in that territory for Cyborgs lost in that battle, one for one.

ADVANCED: TECHNOLOGY*: Once per Bidding round, before a normal card is bid on or Atreides inspects it, exchange it with a card in your hand. This is permitted with a full hand.

ADVANCED: SUBOID STRENGTH: Suboids always count 1/2, without spice; paying spice cannot strengthen them. Cyborgs need support for full strength.

ALLIANCE

After buying a normal auction or Black Market card, your ally may inspect it, immediately discard it and draw the top Treachery Card. This does not apply to a separate Richese cache auction.

FACTION SPECIAL KARAMA

Advanced game, once per game. Spend a Karama Card on your Shipment and Movement turn to move the Hidden Mobile Stronghold up to 2 territories in addition to normal movement.

KARAMA EFFECTS

BIDDING: Prevent one use of the inspection and selection.

HIDDEN MOBILE STRONGHOLD: Prevent its movement or spice collection for that attempted use.

CYBORGS AND SUBOIDS: Prevent extra movement, Cyborg strength advantage, or one Suboid replacement, as appropriate. Reduce an unsupported dial to its legal maximum.

ADVANCED: TECHNOLOGY: Prevent the card swap.

TROOPS



CYBORG ×7

Basic strength 2. Advanced strength 1 unsupported or 2 with 1 spice. Move 2 territories; collect 3 spice.



SUBOID ×13

Always strength 1/2. Move 2 territories with a Cyborg, otherwise 1; normal ornithopters and collection apply. Cannot be supported with spice.

LEADERS

